

CLASS 4 CURRICULUM MAP 2017-18

		Autumn – Dinosaurs	Spring – Ancient Greece	Summer- Comparing People, Places and things (G)
Reading	Word reading	NC Appendix 1 (NC p 43)		
	Comprehension	Texts include: wide range of fiction (including fairy stories, myths and legends, modern fiction, fiction from our literary heritage and books from other cultures and traditions), poetry, plays, non fiction texts and reference books / text books (NC p 43)		
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing focusing on audience, purpose and form (NC p 47/48)		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
Science		Forces Earth and Space	Animals, including humans Living things and their habitats	Properties and changes of materials Revision of topics
		Working Scientifically – on going across the year		
Computing		Computer Science - use logical reasoning to explain how some simple algorithms work IT - select, use and combine software on a range of digital devices - Digital Literacy - appreciate how search results are ranked	Computer Science - solve problems by decomposing them into smaller parts, use selection. Use logical reasoning to detect and correct errors in algorithms IT - use and combine software Digital Literacy - be discerning in evaluating digital content and conditions	Computer Science -work with variables IT - combine a variety of software to accomplish given goals, analyse and evaluate data, design system Digital Literacy - understand the opportunities computer networks offer for collaboration
History		Dinosaurs- What the world was like when dinosaurs lived. Mary Anning- the life of Mary Anning and life in the 18 th Century.	Ancient Greece – How do the Ancient Greeks	Non-European Society– Comparing the history of different cultures of people from North America, Peru, Mexico and the Amazon.
Geography		Human and physical geography – Locate the world’s countries, concentrating on their environmental regions, key physical and human characteristics.	Locational Knowledge - locate countries of the Greek Empire and who they made trades with.	Locational Knowledge - position and significance of lines of longitude and latitude and time zones Locational Knowledge - locate and compare world countries and their human and physical features.
		Geographical skills and fieldwork – on going across the year		
D.T.		Modeling- design and make a 3D Mesozoic timeline showing the three main eras if the dinosaurs.	Textiles - investigate and make an item of Ancient Greek clothing	Cooking and nutrition – Mexican food with class fiesta
Art and Design		Sculpting-Reconstruct a dinosaur from skeleton using clay.	Painting – Water Colours, Ancient Greece Related.	Artists – Monet Drawing & Collage
		Create sketchbooks to record observations		
Music		Ensemble percussion: rhythms combined/structured using plant/space words, Holst Planet Suite to listen to and appraise Descriptive percussion ensemble: improvisation – compositions: space music sequences – recorded using graphic score	African drumming, songs/dances world music Tuned instruments – oriental effects - using notated rhythms -create ideas using pentatonic scales	Samba band / street music, ensemble structures, carnival Jazz and blues: tuned instrument ensembles – improvisations – compositions/structures using jazz scales
MFL		On our way to School (QCA Unit 15) Counting up to 100 Reinforce transport Giving directions How to spell – the alphabet	The Planets (QCA Unit 18) Reinforce alphabet Describing colour/size and temperature Describing position Using intensifiers for opinions Giving reasons for opinions	Beach Scene (QCA Unit 16) Reinforce describing colour and size Compare colours and sizes Describing what people are doing using the 3rd person of the present tense
P.E.		Games & Gymnastics Game & Dance	Dance & Gymnastics Games & Gymnastics	Games & Dance Athletics

R.E.	Domestic Church Baptism and Confirmation Advent and Christmas Judaism	Local Church Eucharist Lent/Easter Islam	Pentecost Reconciliation Universal Church
Additional Information Relating to Computing	<p>Computer Science - Use logical reasoning to explain how some simple algorithms work. Use Flowol or Go to control an on-screen simulation. Using a control box use this to control their DT Moonbuggy Model</p> <p>IT - Select, use and combine software on a range of digital devices - Produce a storyboard and animation about the solar system. Evaluate. Use Video software (Photostory, imovie etc) to create a short documentary about the 1969 Moon Landings</p> <p>Digital Literacy - SWGFL – Digital Citizenship Pledge (Start of year – online rules) , You’ve Won a Prize Appreciate how search results are ranked Use the TASK test so that children search for a website a planet , and can explain why they have chosen it. (Title, Author, Summary, (K)Child Friendly) SWGFL How to Cite a Site. Use this to produce an information sheet about the planet</p>	<p>Computer Science - Solve problems by decomposing them into smaller parts, Use selection. Use logical reasoning to detect and correct errors in algorithms. Create simple repeating pattern (spirograph) by using nested loops (Scratch Logo/Textease turtle), Solve problems by using loops e.g. Cargobot App, create game using loops e.g. whack a witch. Use the “Peter Packet” activity to start to understand how data flows around the world. (warning – includes reference to AIDS)</p> <p>IT - Use and combine software Use GPS/QR codes to plot a journey around the school site to make, then follow a maths trail. Search a database (eg national rail) to plan a journey</p> <p>Digital Literacy - Be discerning in evaluating digital content and conditions. SWGFL strong Passwords. Work with a class from another area of the world to produce a blog on their school day. Use Skype to discuss progress</p>	<p>Computer Science - Work with variables Create a simple game in Kodu with a basic scoring system</p> <p>IT - Combine a variety of software to accomplish given goals, I analyse and evaluate data, design system. Create and use spreadsheet to calculate food miles for a meal. Create a poster/website to advertise their athletes meal along with explanatory text. Use image editing software to enhance their pictures.</p> <p>Digital Literacy - SWGFL – Picture perfect – linked to enhancing pictures of food. Understand the opportunities computer networks offer for collaboration Create class wiki or blog explaining the design of their healthy meal</p>